



Why OpenEmbedded proved a good foundation for MontaVista

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- **Shortly after its 10th birthday, MontaVista unleashed MVL6: a complete revamp!**
- **MVL6 is built around the Integration Platform: a new tooling built above OE's build tool: BitBake**
- **So why did we kill RPM and moved over to BitBake?**
- **Why not just package OE and provide support?**

- **Framework to create Linux distributions for embedded devices.**
- **Created by Chris Larson, Michael Lauer, and Holger Schurig**
- **Initially for OpenZaurus with contributions quickly received contributions from projects like Familiar Linux and OpenSIMpad eventually resulting into a common code base.**
- **Primarily, the project maintains and develops a collection of BitBake recipes, similar to Gentoo's ebuilds.**
- **OE based distributions cherry-pick the recipes they want/need.**

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- **First driver: no one fits all**
- **Rules out binary distribution model**
- **Source-based distribution probably the solution**
- **MontaVista is an Open Source company**
- **So let's not reinvent the wheel**
- **OE selected after review of build systems:**
 - RPM, SB2, BuildRoot, LTIB, PTXDist...
- **Great foundation but still did not meet of all our requirements – let's later discuss why...**



Some concepts first

- **Recipe**

- Details where & how to download package sources + patches
- How to patch
- How to configure & build
- How to install files & what to do with the results
- One recipe may build many packages
 - (glibc, glibc-dev, glibc-i18n-pt_BR, etc, etc, etc)

- **Task**

- Usually lists several (meta-)packages
- E.g. `Task-boot.bb` contains: *kernel, base-files, base-passwd, busybox, modutils-initscripts, netbase, update-alternatives*

- **Image**

- Lists several tasks and (meta-)packages

START

`do_fetch`

`do_unpack`

`do_patch`

`do_configure`

`do_compile`

`do_stage`

`do_install`

`do_package`

END

A recipe is a file containing:

- **Non-executable metadata:**
 - DESCRIPTION
 - LICENSE
 - DEPENDS
 - RDEPENDS
 - Which files to package into which sub-packages
- **Executable tasks the build system knows how to execute**
 - Can inherit custom definitions from base classes
 - Can override any definition

Example recipe (sqlite3, modified) - 1

```
DESCRIPTION = "An Embeddable SQL Database Engine"
SECTION = "libs"
PRIORITY = "optional"
DEPENDS = "readline ncurses"
LICENSE = "PD"
```

```
SRC_URI = "http://www.sqlite.org/sqlite-${PV}.tar.gz \
          file://libtool.patch;patch=1"

S = "${WORKDIR}/sqlite-${PV}"
```

```
inherit autotools pkgconfig

EXTRA_OECONF = "--disable-tcl --enable-shared \
               --enable-threadsafe"

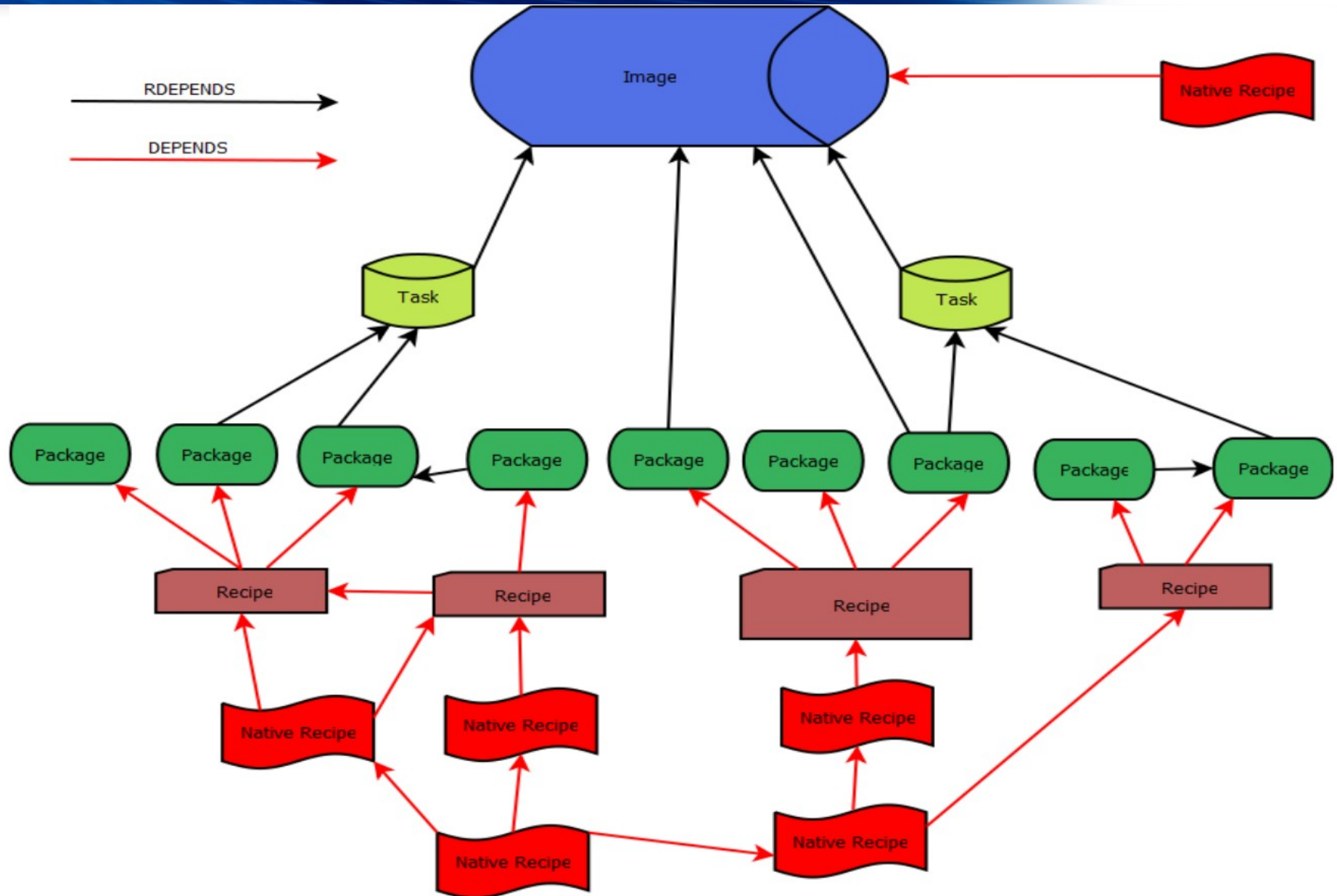
do_compile_prepend() {
    oe_runmake sqlite3.h
    install -m 0644 sqlite3.h ${STAGING_INCDIR}
}
```



```
do_stage() {  
    oe_libinstall -so libsqlite3 ${STAGING_LIBDIR}  
    install -m 0644 sqlite3.h ${STAGING_INCDIR}  
}
```

```
PACKAGES = "libsqlite libsqlite-dev libsqlite-doc sqlite3 sqlite3-  
dbg"  
  
FILES_sqlite3 = "${bindir}/*"  
  
FILES_libsqlite = "${libdir}/*.so.*"  
  
FILES_libsqlite-dev = "${libdir}/*.a ${libdir}/*.la ${libdir}/*.so \  
    ${libdir}/pkgconfig ${includedir}"  
  
FILES_libsqlite-doc = "${docdir} ${mandir} ${infodir}"  
  
AUTO_LIBNAME_PKGS = "libsqlite"
```

Stitching it all together



Thumbs up for



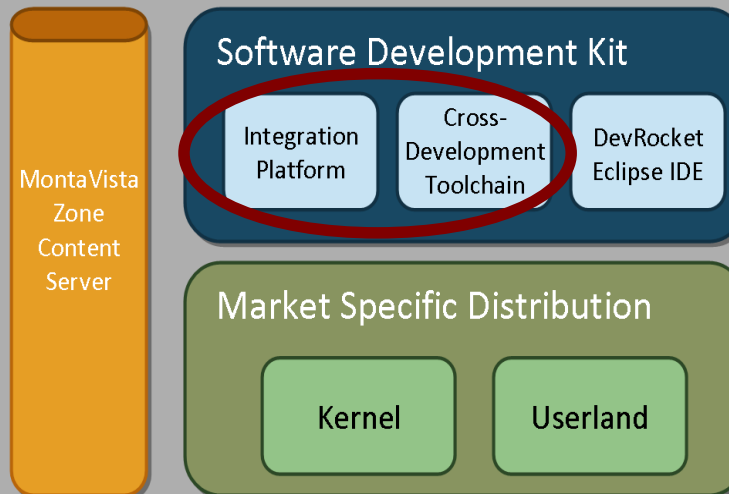
openembedded

- **Build a complete embedded system w/ a single line**
- **Powerful metadata language**
- **Huge collection of recipes**
- **Fairly flexible and customizable build options**
- **Large hardware support**
- **Strong community**

Building

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MontaVista Support and Maintenance



- **New to OE and want to toy a little with it?**
- **My first build completed after 7 hours!!!**

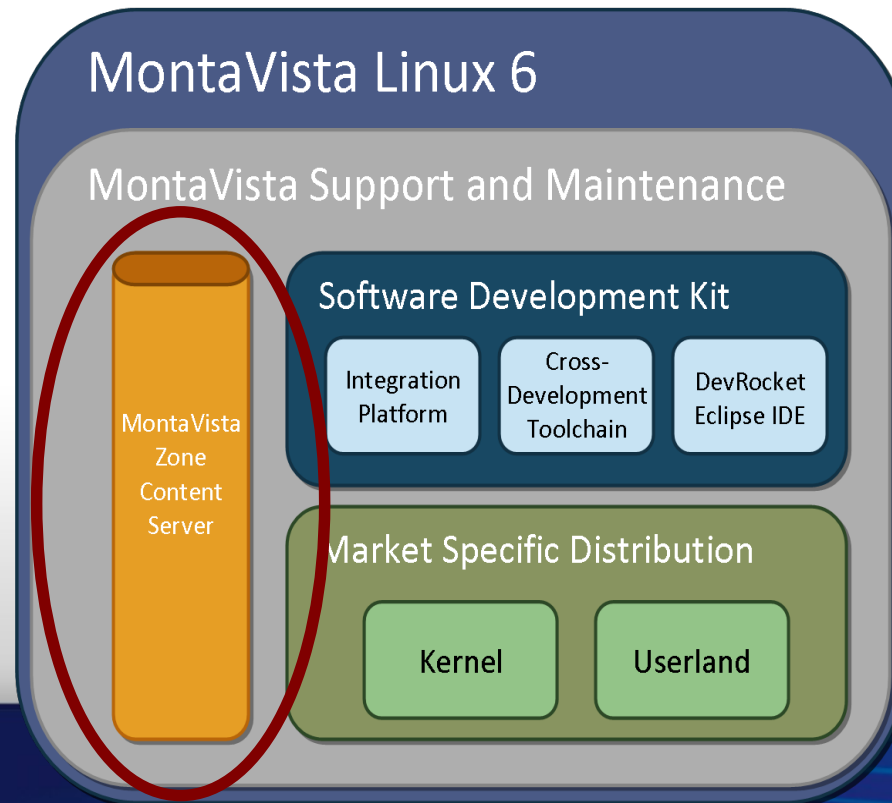
Switch to binary distro?

- **There is no “one fits all distro”, I want/need control over configure options**

Why can't I have both (i.e. source / binary)?

- **BitBake has been modified to:**
 - Compute a unique build ID from conf files
 - Check the existence of compatible prebuilt packages (same build ID)
- **Some recipes and tools had to be modified in order to be fully relocatable**

Fetching Content



- **Many recipes list several sites for download**
 - Bitbake recipes use 6 different algorithms to download sources:
 - git: svn: cvs: http: https: ftp:
 - Some may not play well with company firewalls
 - And yet – files and mirrors disappear
 - OE doesn't keep history recipes
- **What if you need to build same image a year from now!**
 - Imagine if you do not keep the sources around!
- **Reproducibility is a common problem today**



404

Address Not Found

- **Variety of protocols:**

- First try to get things from central content server with http
- Fall back to actual (Internet) fetching algorithm if that fails

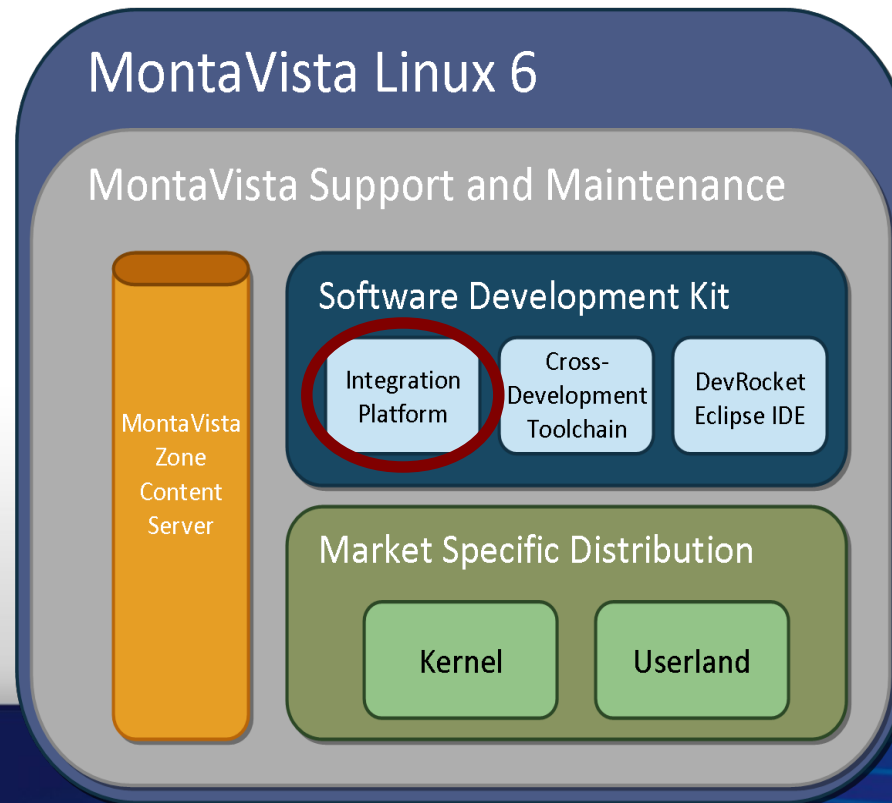
- **Dangling links:**

- Get everything from MontaVista (typically for MontaVista supported recipes) or company server (for e.g. proprietary software)

- **Reproducibility:**

- Everything is built from source
- Created project can be put under SCM
- MontaVista provided tool for creating local mirror

Cherry Picking



- **OE recipes can be found in the “recipes” directory of the OE source tree:**

Flat directory with a long list of directories each containing 1 or more recipes and then several versions of them..... lost in heaven?

=> organized recipes into collections: audio, graphics, wireless, ...

=> conf/content-collections.conf can list collections enabled

conf/content-collections.conf

```
COLLECTIONS = "${TOPDIR}/collections/custom"  
COLLECTIONS += "${TOPDIR}/collections/freescale-8349mds-2.6.27/releases/freescale-  
8349mds-2.6.27-0908010910.tar.bz2"  
COLLECTIONS += "${TOPDIR}/collections/core/releases/core-0909090219.tar.bz2"  
COLLECTIONS += "${TOPDIR}/collections/foundation/releases/foundation-  
0909110330.tar.bz2"
```

- **NetWorkManager vs connman?**
- **Clutter vs pigment?**
- **Hostap vs madwifi?**
- **What works? Which was tested?**

==>

- **MontaVista introduced the notion of Market Specific Distribution (MSD)**
- **Combined with collections**
- **Provide our customers with well-tested and supported building blocks.**

Flexibility

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MontaVista Support and Maintenance

MontaVista
Zone
Content
Server

Software Development Kit

Integration
Platform

Cross-
Development
Toolchain

DevRocket
Eclipse IDE

Market Specific Distribution

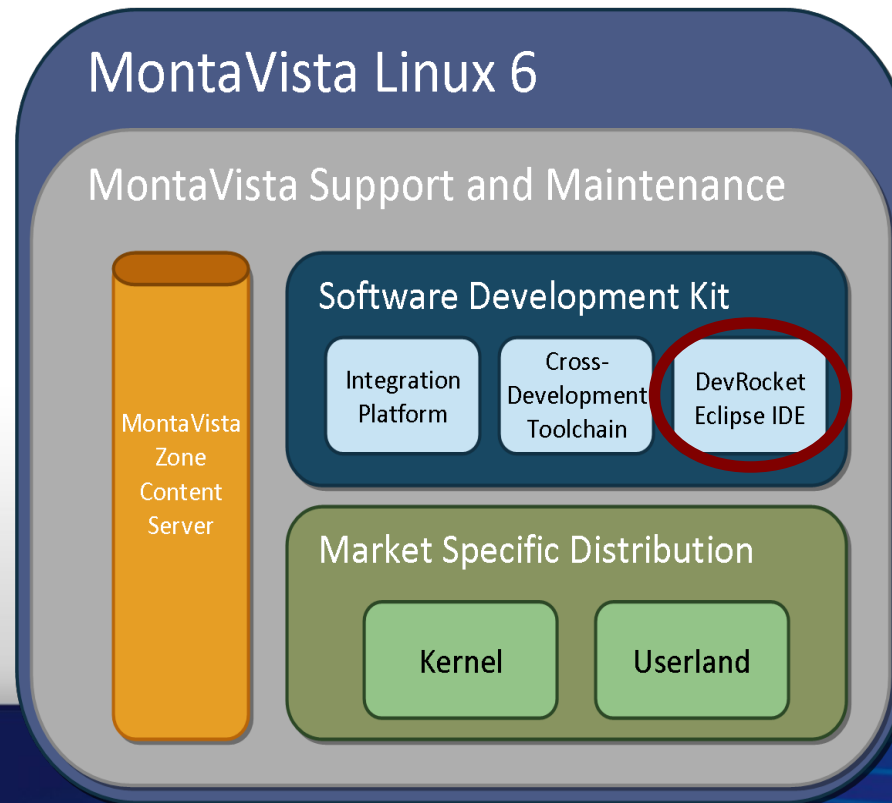
Kernel

Userland

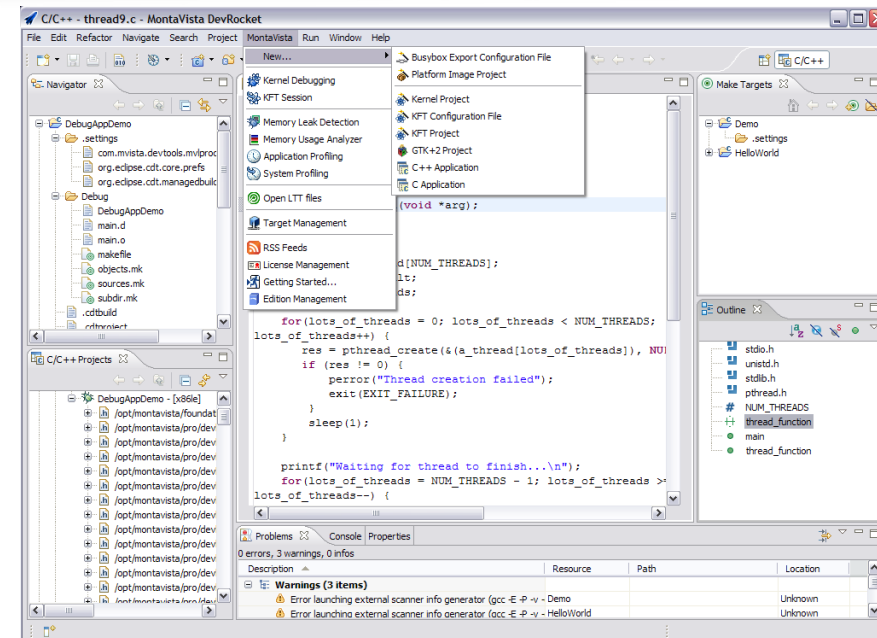
- **Tool to import OpenEmbedded recipes into your MVL6 project – tool figures out dependencies such as recipes and bb classes**
- **Tool to import legacy source RPMs into MVL6 and building with BitBake**
- **Tool to mirror MontaVista content server where metadata, vanilla source trees, patches and prebuilt binaries are stored**

- **Added mechanism to set kernel configuration options from conf files:**
 - `KERNEL_CONFIG_*`
- **One may also want to queue his own patches:**
 - `KERNEL_APPEND_PATCH_SERIES`
- **Or use a specific device tree file:**
 - `FDT_FILE_local = "mpc8540ads.dts"`

Hiding the complexity

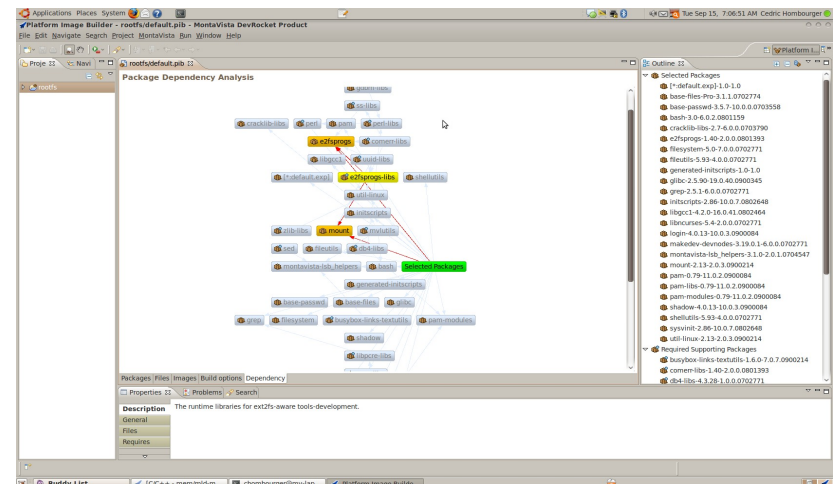


- **Eclipse-based plugins**
- **One click edit-compile-debug**
 - Automated to reduce mistakes
- **File system management**
 - Manage detailed package information
 - Prune files, keep only what you need
- **Performance Analysis**
 - MemTraq memory leak detection and usage analysis
 - System and application profiling
 - Tracing

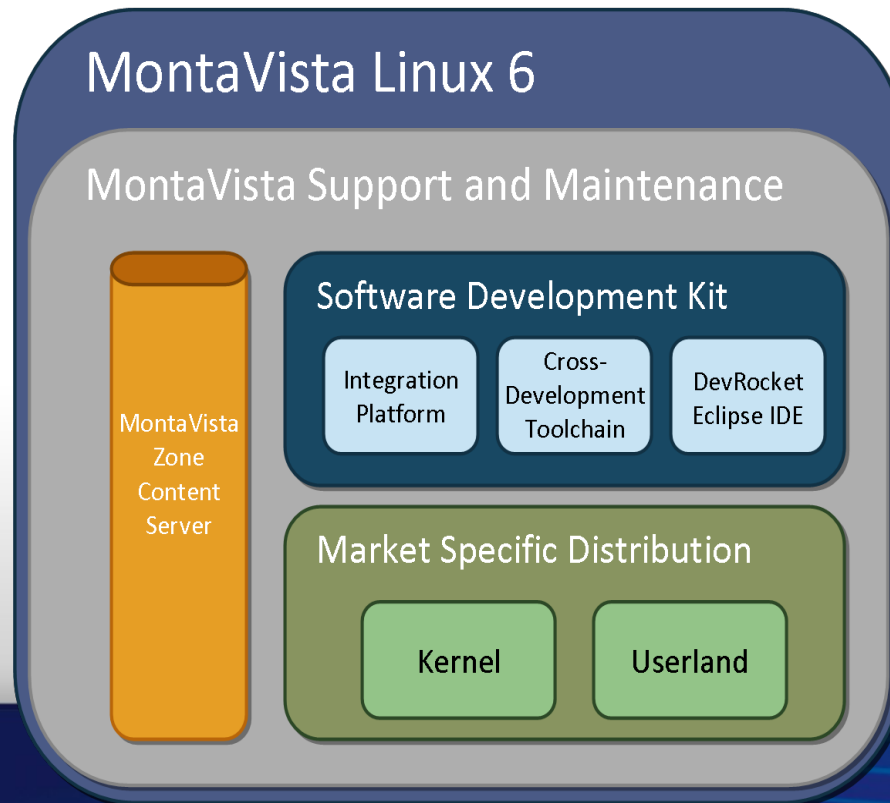


- Initially created to assemble binary RPMs
- Front-end to image optimization tools:
 - Pre-linking
 - Library optimization
 - Strip objects
- Create target file-systems
- Visual representation of dependencies
- Search tool in package metadata

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Conclusion



- **Option to use git patchtool mechanism by setting PATCHTOOL=git => now honors the permission information**
- **Fixes for cross-compilation issues (e.g. setting of NM for libtool-cross)**
- **Improve recipe sanity checks**
- **Improved error reporting**
- **Many bug fixes (e.g. report an error in cases where a missing rdepend for a package did not cause a failure in do_rootfs task)**
- **...**

Regular commits to OE git tree

- 1. Based on open source standard**
- 2. Always original source + patches**
- 3. Comply with applicable open source licenses**
- 4. Build your entire product line with one tool**
- 5. Structure customizations with collections**
- 6. Build compatible with thousands of community packages**
- 7. Complements and integrates with existing SCM system**
- 8. Commercially supported and maintained**

Thank you!

**Q & A
and/or
Feedback on your OE experience**